



S7

GOT

PRODUCTION DESIGN
DEBORAH RILEY

ISLAND OF DRAGONSTONE



LOCATIONS : BASQUE COUNTRY SPAIN



ISLAND OF DRAGONSTONE. CONCEPT : KIERAN BELSHAW

THE DRAGON GATES



DRAGON GATES. CONCEPT : KIERAN BELSHAW



EARLY STAGES OF THE SCULPT



THE SHOOT : DIRECTOR MARK MYLOD



EPISODE 701 WITH VFX BACKGROUND

DRAGONSTONE: AUDIENCE CHAMBER



CONCEPT : NICK AINSWORTH

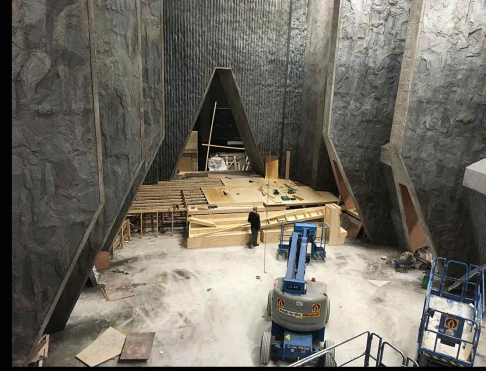
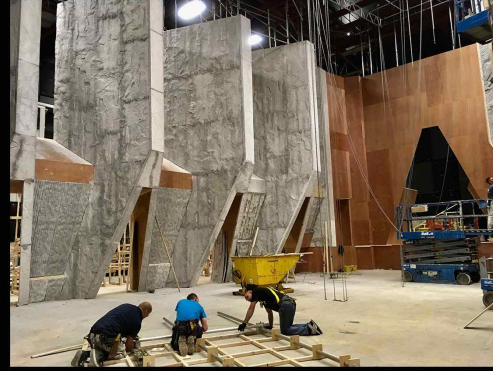
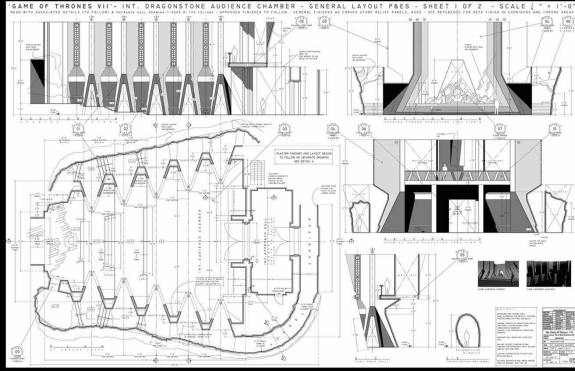


CONCEPT : JESSICA SINCLAIR



CONCEPT : NICK AINSWORTH

DRAGONSTONE: AUDIENCE CHAMBER



CONCRETING A QUARRY INTO A FROZEN LAKE

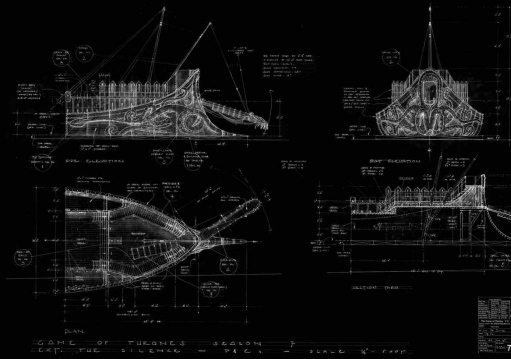
CONCEPT: PHILLIP SCHERER



A WARSHIP CALLED 'THE SILENCE'



EURONS MEN RUNNING DOWN THE CORVUS. CONCEPT : PHILLIP SCHERER

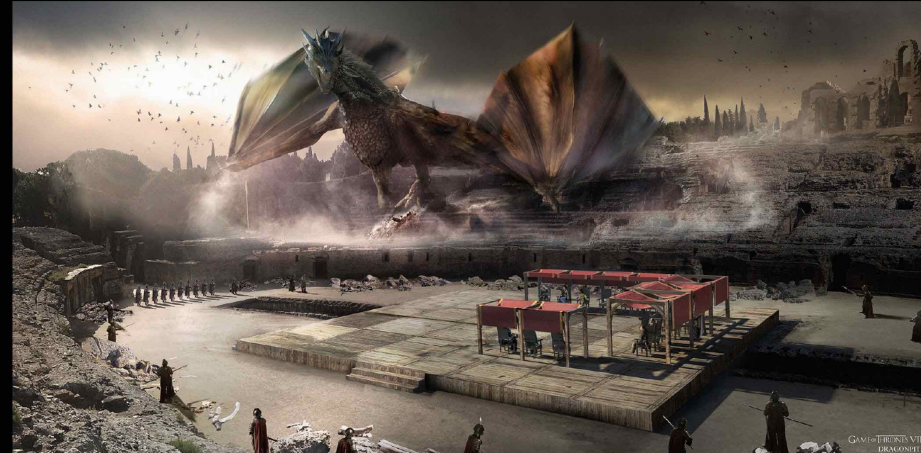


DRAUGHTING : HAUKE RICHTER

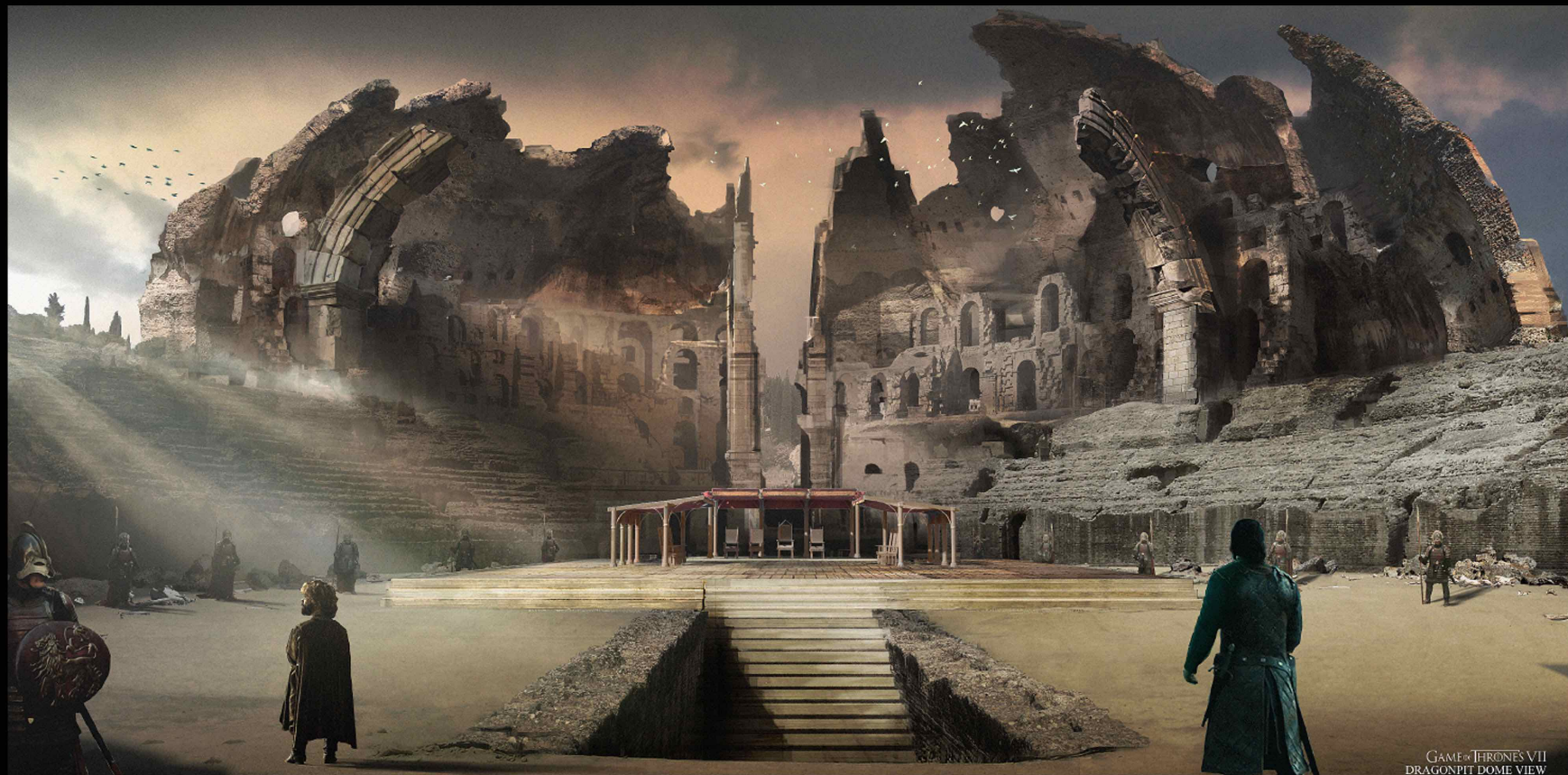


CONCEPT : PHILLIP SCHERER

WORKING IN A ROMAN AMPHITHEATRE IN SPAIN



THE ARRIVAL OF DAENERYS ON DROGON. CONCEPT : KIERAN BELSHAW

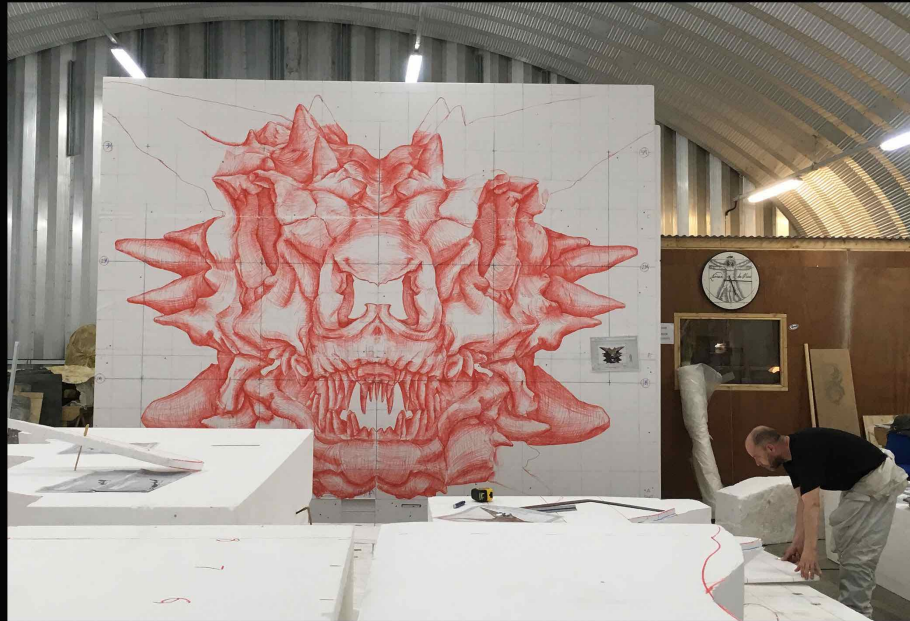


DRAGONPIT INTERIOR. CONCEPT : KIERAN BELSHAW

SCULPTING THE GIANT DRAGON SKULL



SKULL OF BALERION. CONCEPT : NICK AINSWORTH



FULL SCALE DRAWINGS ON POLY



TITANIC STUDIOS. PHOTO : HAUKE RICHTER



SEVILLE. SKULL REASSEMBLED

THE RED KEEP MAP ROOM



DESIGN : JIM STANES
PAINTERS : DAVID PACKARD & GREG WINTER

CONCEPTING GAME OF THRONES

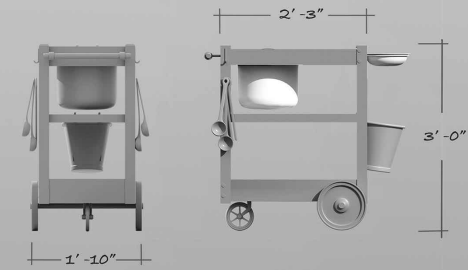


OLENNKA'S CHAMBER. CONCEPT : CHRIS CALDOW



BRAN'S WHEELCHAIR. CONCEPT : JESSICA SINCLAIR

GAME OF THRONES VII SAM'S TROLLEY - ISOLATION WARD VERSION 1



SAM'S TROLLEY. CONCEPT : JESSICA SINCLAIR



MAP MARKERS. CONCEPT : JESSICA SINCLAIR

CONCEPTING GAME OF THRONES

ARCHMAESTERS OFFICE IN THE CITADEL.
CONCEPT : PHILLIP SCHERER



WINTERFELL COURTYARD 3. CONCEPT : PHILLIP SCHERER



STREET OF STEEL. CONCEPT : PHILLIP SCHERER

